NUS-NTTE-USA

INSTRUCTION BOOKLET

TONIC TROUBLE

SOLD BY Ubi Soft

EVERYONE E CONTENT RATED BY ESRB

NINTENDO 64

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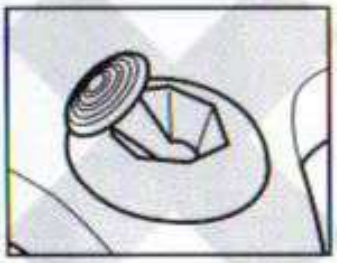
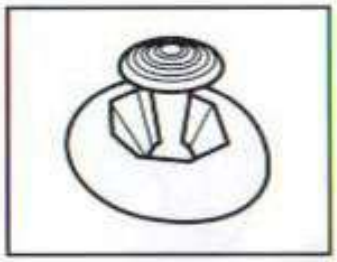
CONTROL STICK FUNCTION

The Nintendo 64 Controller contains a Control Stick which uses an analog system to read the angles and direction of its movement. This allows subtle control that is not possible using the conventional + Control Pad.

When turning the Control Deck power **ON**, do not move the Control Stick from it's neutral position on the controller.



If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned **ON**, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.



To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left) then press start while holding the L and R Buttons.

The Control Stick is a precision instrument, make sure not to spill liquids or place any foreign objects into it.

STARTING THE GAME

Correctly insert the Tonic Trouble Game Pak into your Nintendo® 64 system and move the power switch to the on position. When the title screen appears, press START to access the File Select screen.

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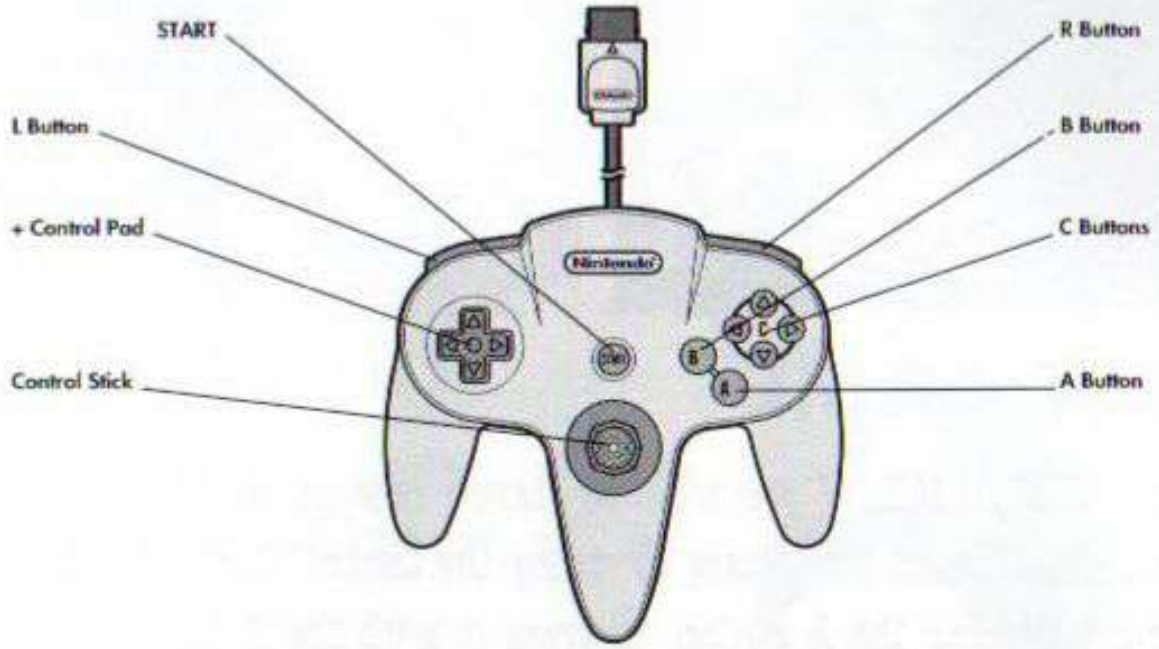
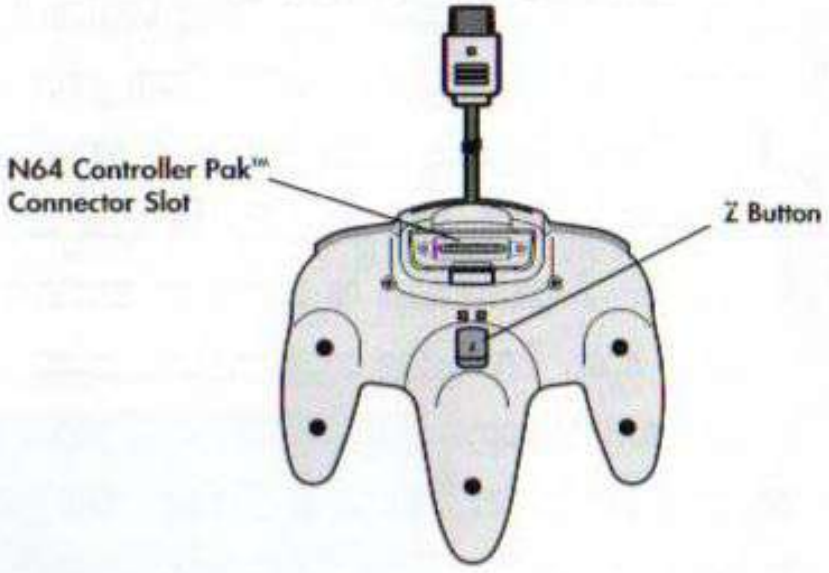
CONTROLLER DIAGRAM

N64 Controller™



Back of Controller



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MENU

Move the Control Stick up or down to make your selection. Press the A button to confirm your choice.

- Press the B button to return to the previous menu.

NEW GAME

Select NEW GAME, if you want to start a new game. Enter the game name. Select the letters by using the Control Stick. Validate a letter by pressing the A button, or erase it with the B button.

LOAD GAME

Select the Saved Game you want to load from your Controller Pak. The game will automatically start from your last save.

If no Tonic Trouble game has been saved on your Controller Pak, you will not be able to load a game. A game can be copied on another Free Save spot. Press the copy button, select the game you want to copy. If the number of pages available on your Controller Pak is sufficient, the game will copy on another Save Spot, and you will be asked to name it. If you do not have enough notes or free pages, you can erase some Saved Games from your Controller Pak (You require a minimum of 41 pages free), and try to copy your game again.

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OPTIONS

Music: Adjust the intensity of the music with the cursor

Sound Effects: Adjust the intensity of the sound effects with the cursor

INVENTORY

Press START while playing, the game will pause, and the inventory will be displayed.

To resume the game, press START again.

To quit the game, select QUIT from the inventory. If you have used a Controller Pak, the game will be saved up to the last Save point. Otherwise, the game will not have been saved.

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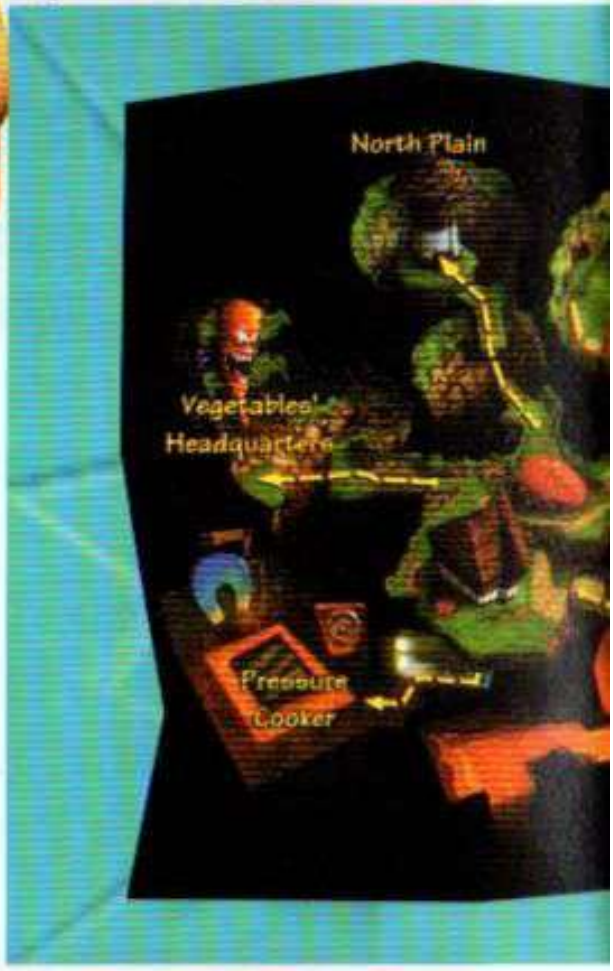
TONIC TROUBLE

KILLER VEGETABLES

Victims of mutation from the dropped Tonic, they are Ed's most lethal enemies. Vegetarians beware!

HELLING GUARDS

Grögh's elite shock troops are actually great big skins full of hot air!



SUZY

Suzy is the Doc's daughter. She's romantically involved with Ed, and helps him throughout his adventure.

AGENT XYZ

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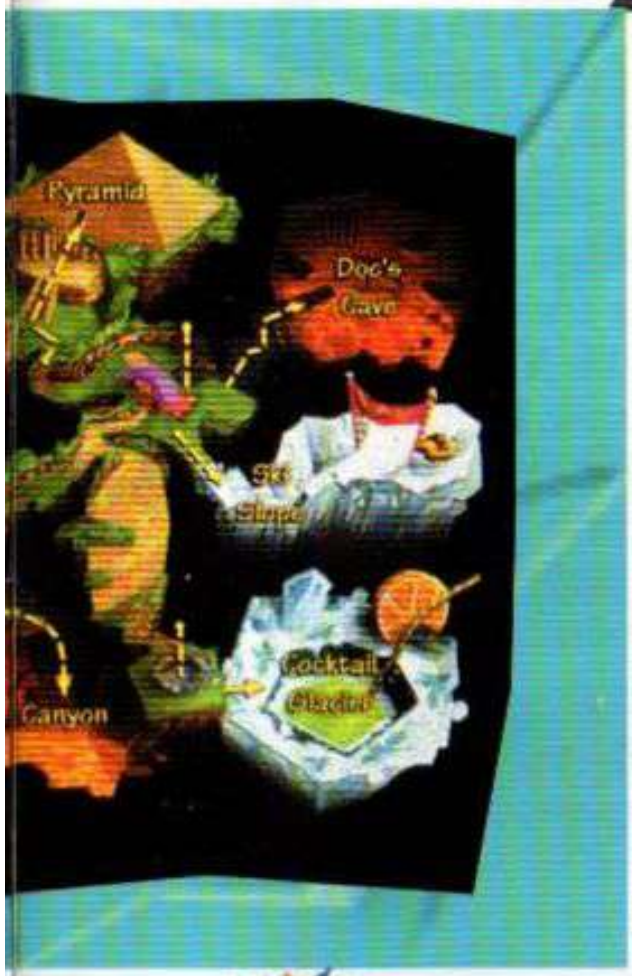
GRÖGH THE HELLISH

A Psychotic Viking Biker who possesses the spilled Tonic Can. Now he rules the world



ED, OUR HERO!

Ed, the Odd-Ball Action hero, he spilled the Tonic, now he's gotta clean it up!

THE DOC

DINO-COW

An enormous mutant -- a cross between a dog, a cow and a tyrannosaurus

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TRIP INTO A WORLD OF TONIC TROUBLE!

SPLOOSH!

One little spill, and the Earth turns into a complete mess!

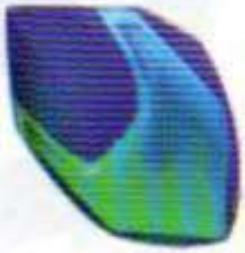
Ed, a friendly, careless alien, accidentally dropped a mysterious can of Tonic onto Earth while attending a scientific exploration of the galaxy.

Upon hitting the Earth, the Tonic can's contents unleashed a series of bizarre mutations affecting humans, plants and animals alike! Snow-capped mountains began to rise out of nowhere, oceans appeared and disappeared, rivers filled with a fruity punch, and plants and animals began metamorphosing into strange and dangerous beings!

Home on his planet, Ed is ordered to repair his blunder and is sent back to Earth to retrieve the Tonic can before it provokes new disasters. But the Tonic can has fallen into the hands of a brutish, shiftless ruffian, giving him great powers. This lowlife cretin named Grögh the Hellish has declared himself Master of the Earth!

Ed will need all the help he can get to get out of this Tonic Trouble! To remedy this ecological disaster, Ed will have to explore weird worlds and accomplish perilous missions. Ed will encounter and sometimes fight loony characters including Killer Vegetables, paranoid inventions and dangerous Hellings Guards.

Ed's tiny space capsule has just landed on Earth. Ed sees the incredible transformation that has taken place and finds that Grögh is in possession of the Tonic Can.



Oh, Ed! You've really done it this time!

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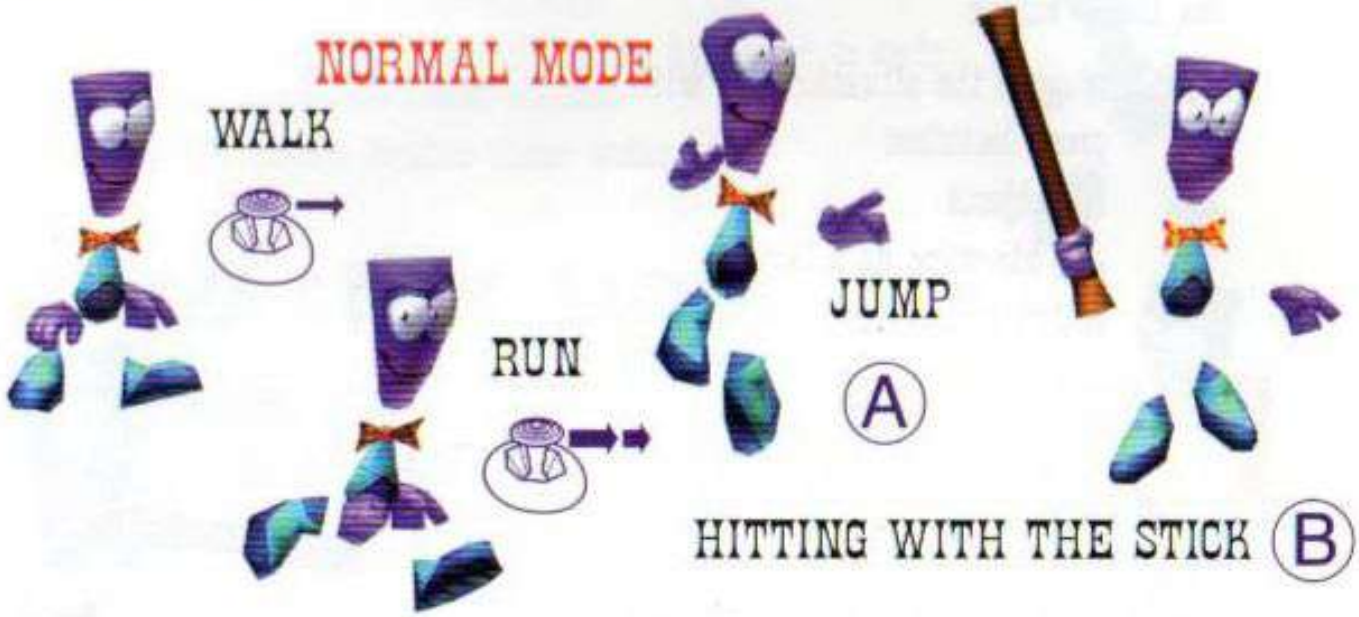
CONTROLLING ED

Ed walks in the direction the Control Stick is pointed. The harder you press on the Control Stick, the faster Ed runs.



WALK SIDEWAYS

- Stick with arrow to the left and right + Z Button.

TALK/READ PANELS

- Stop in front of a character or a panel, and press the A Button.

SWIM

- Use the Control Stick to swim on the water's surface
- Press the A Button to jump out of the water
- Press the R Button to dive below the surface, and to swim under water when Ed has his enhanced swimming abilities.

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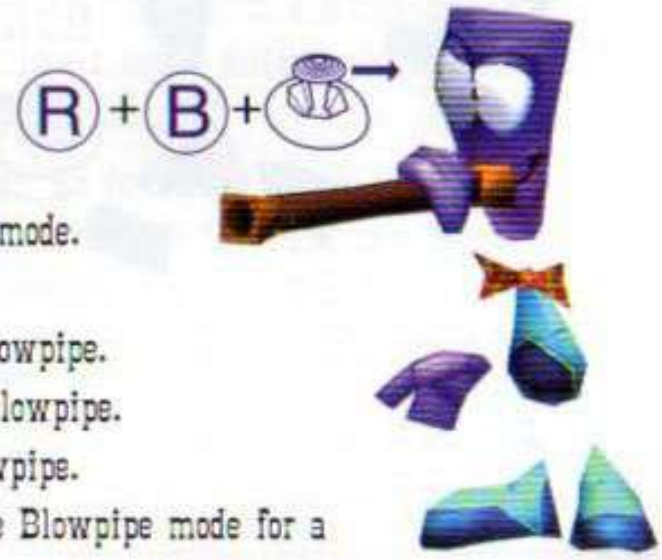
ACTIONS

- Use the R button
- Depending upon the situation, Ed will:
  - press switches
  - lift objects
  - use his stick as a lever
  - activate blowpipe

BLOWPIPE MODE



- Press the R Button to enter the blowpipe mode.
- Press it again to return to normal mode.
- Use the Control Stick to move with the blowpipe.
- Use the B Button to shoot bees from the blowpipe.
- Press the A Button to jump with the blowpipe.
- Press the C↑ Button while you are in the Blowpipe mode for a sniper view.
- Press it again to return to a third person view.
- The Control Stick enables you to move the sight.
- The Z Button allows you to side-step in this mode as well.
- [Press the L Button to activate or remove the blowpipe beam]

FLYING MODE

- Press the A Button twice quickly when in the air: Ed's bow tie will open.
- Use the Control Stick to move.
- Press the A Button again to return to normal mode.
- Press the B Button to shoot with the blowpipe.
- Press the Z Button to slow down.

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DEEP SWIMMING

- This power activates automatically.
- At certain depths, Ed will put a glass helmet on to swin even deeper & explore deeper waters.
- Press the R Button to dive under water.

POGO STICK MODE

- Press the A Button and then quickly the R Button to step onto the pogo stick, and use the Control Stick to move.
- Press the B Button to smash the pogo on the ground.
- Press the R Button again to return to normal mode.

CHAMELEON MODE

- Press the R Button when on a chameleon stone, and Ed will transform into the character or object pictured on it.
- Press the R Button when transformed to become Ed again (after a short duration you will revert back to Ed)

SUPER ED

- Press the R Button in front of a popcorn machine to transform into Super Ed

R Button	Action
Control Stick	Control of Super Ed's moves
A Button	Give a kick
B Button	Give a slap
Z Button	Side step

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CAMERA

- Press the C ↑ Button and move the Control Stick when Ed is standing still for a first person view.
- Press the C ↑ Button when Ed is walking or running, and the camera will stay behind him.
- The C ← and C → Buttons rotate the camera left or right.
- Press the C ↓ Button to switch between 2 camera positions: normal & zoom.
- Press the Z Button to position the camera directly behind Ed.

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OBJECTS & BONUSES TO COLLECT

Extra Lives: A golden head of Ed will allow you to increase your number of lives.

Mercury Drops: These drops correspond to Ed's life points. Ed starts with 4 segments, which can be increased up to 14 by collecting 11 sets of 10 thermometers in the worlds. Mercury drops represent life points which should be collected to fill up the life bar. When Ed is hurt by an enemy or is trapped in dangerous situations, he will lose drops. A silver mercury drop increases the life meter 1 point. Gold drops fill the life meter.

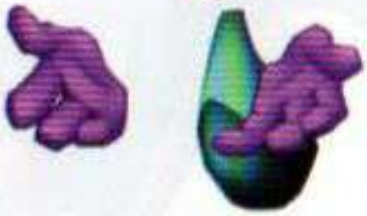
Thermometers: They are spread all over each world. You can increase Ed's life bar by collecting 10 of them.

DOC'S OBJECTS:

These are the objects that the Doc asks Ed to find. The Doc needs these objects to build devices which give Ed different powers throughout the game

Antidote: If Ed collects 80% of these, he is granted access to a bonus world.

Bees: Bees are the ammunition needed to use the blow-pipe, one of Ed's most effective weapons. Collect bee hives to increase your amount of bees.



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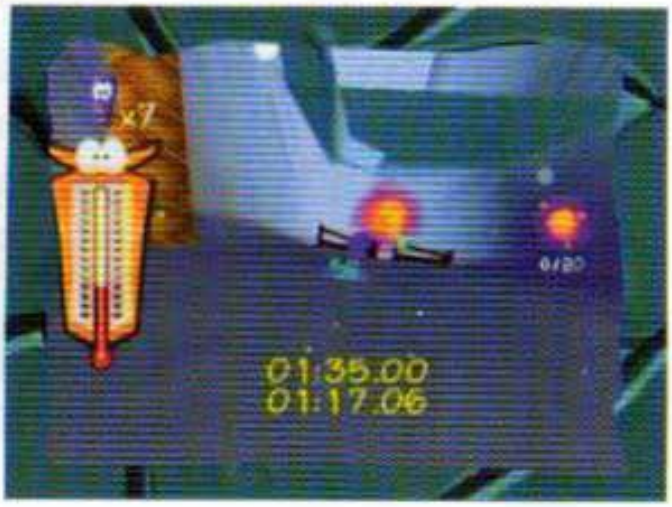
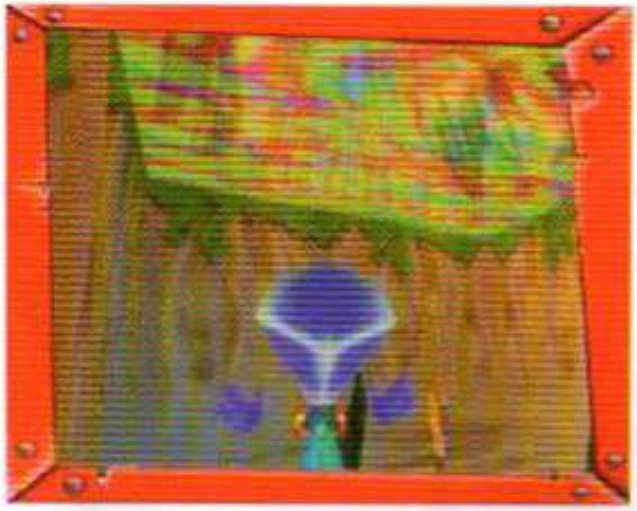
SKI SLOPE



As you slide down this icy mountainside, keep in mind that you can return as many times as you like. It's impossible to collect every item in only one attempt because, at some forks in the road, goodies are located on both upper and lower paths.

SOUTH PLAIN



As you explore this extensive area, you'll come across Thermometers and Bonus Points that you can't reach. Don't worry, you just need to complete another level or two and gain the necessary equipment from the Doc. For example, you'll see a Thermometer deep in the river below the waterfall. You won't be able to collect it until you complete the Canyon and Doc makes the Swimming Flask for you.

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DOC'S CAVE

The best way to avoid being flamed by the burning toast soaring toward your noggin is simply to side-step out of the way. Don't ever jump out of the way or the moving platform that you were standing on may move right out from under your feet!

VEGETABLE HEADQUARTERS

This room can be a bit puzzling. Make your way to the Yellow Button and press it. This sets the Pea Pod on fire! Angrily, he releases Ketchup, the rolling tomato, whose job is to make a pancake out of you. Beat him at his own game: swing your Wand at Ketchup to knock him backward into the Pea Pod. Ketchup will go splat as he rolls into the Pea Pod, knocking him into the pit!

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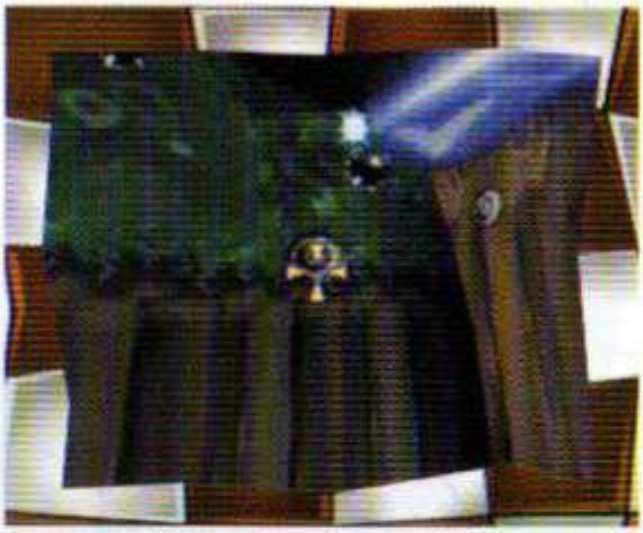
NORTH PLAIN



As you travel on the platforms that are controlled by shooting the Giant Bullseyes, always aim the Pea Shooter and shoot the next Giant Bullseye the moment you see it. If you wait too long and don't change course, the platform will continue to float in the same direction and you may have a close encounter with a stray bolt of electricity!

CANYON

While using your Bow Tie to fly through the Canyon, you may find yourself skimming the lava just a little too close for comfort. Even if you have to turn around and fly back the way you just came, find the nearest updraft and press the Z Button to hover in place. When you are pushed out of the updraft, pivot 180 degrees to fly back through the updraft and achieve maximum altitude.

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GLACIER COCKTAIL

One of Grogh's Guards stands on top of a high platform and wants to bean you with a rock! Well, two can play that game. Stand on top of the Gear (which looks like an orange slice) and wait for the Guard to lob a rock at you. Jump straight up and swing the Wand to smack that rock right back at the Guard. He's outta there!

PYRAMID

When you drop into the next room, it would appear that there is no way out. Luckily, all you have to do to reopen the door is use your Wand as leverage on the small rock next to the large statue. The Statue is pushed to the side revealing a spiral design on the wall. Use the Wand to swing at the spiral and strike it, opening the large doors to the left.

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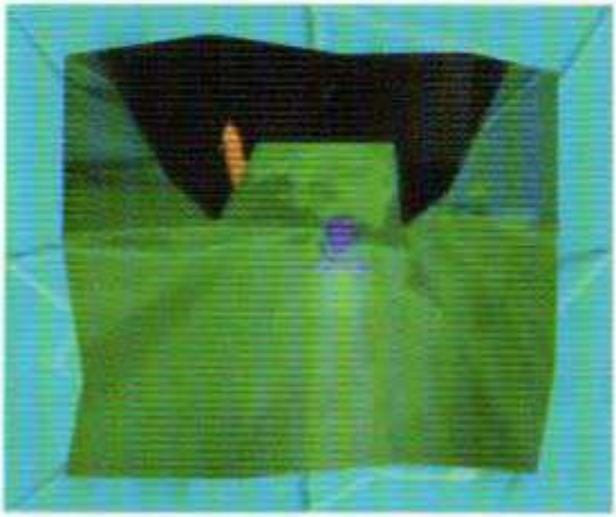
PRESSURE COOKER

This guard is extremely vigilant, so you've got to make yourself scarce as air to get past his air-tight seal on that door.

Fortunately, the pad in front of the door will make you disappear, but even that isn't enough. As the guard comes out to look for you, he'll walk right on top of the pad that you used to disappear. As soon as he does, press the B Button to slam down the press above him and flatten him out!



MAGIC MUSHROOM'S DOMAIN

This level is very similar to the Ski Slope, but this time there aren't very many goodies to collect and the danger is much greater. The high jumps can be deadly if you don't line Ed up exactly in the center of each ramp.

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GRÖGH'S KINGDOM

This area may seem impossible to escape, but the secret lies in pressing both yellow buttons within 15 seconds. First, wait for the platforms that bridge the chasm to line up with the highest ledge. Cross the platforms to the ledge, press the yellow button, then fly back to the mainland and press the second yellow button. This causes the platform in the grass to lower and open a hole down into the next part of the level!

CRAZY TOWER

With the terrifying Tower fast on your heels, you've got to make the most of your flight through this hallway. The moment you see the target at the end of the hall, aim and shoot! Successfully hitting this target activates the upcoming drawbridge, giving you your next escape route.

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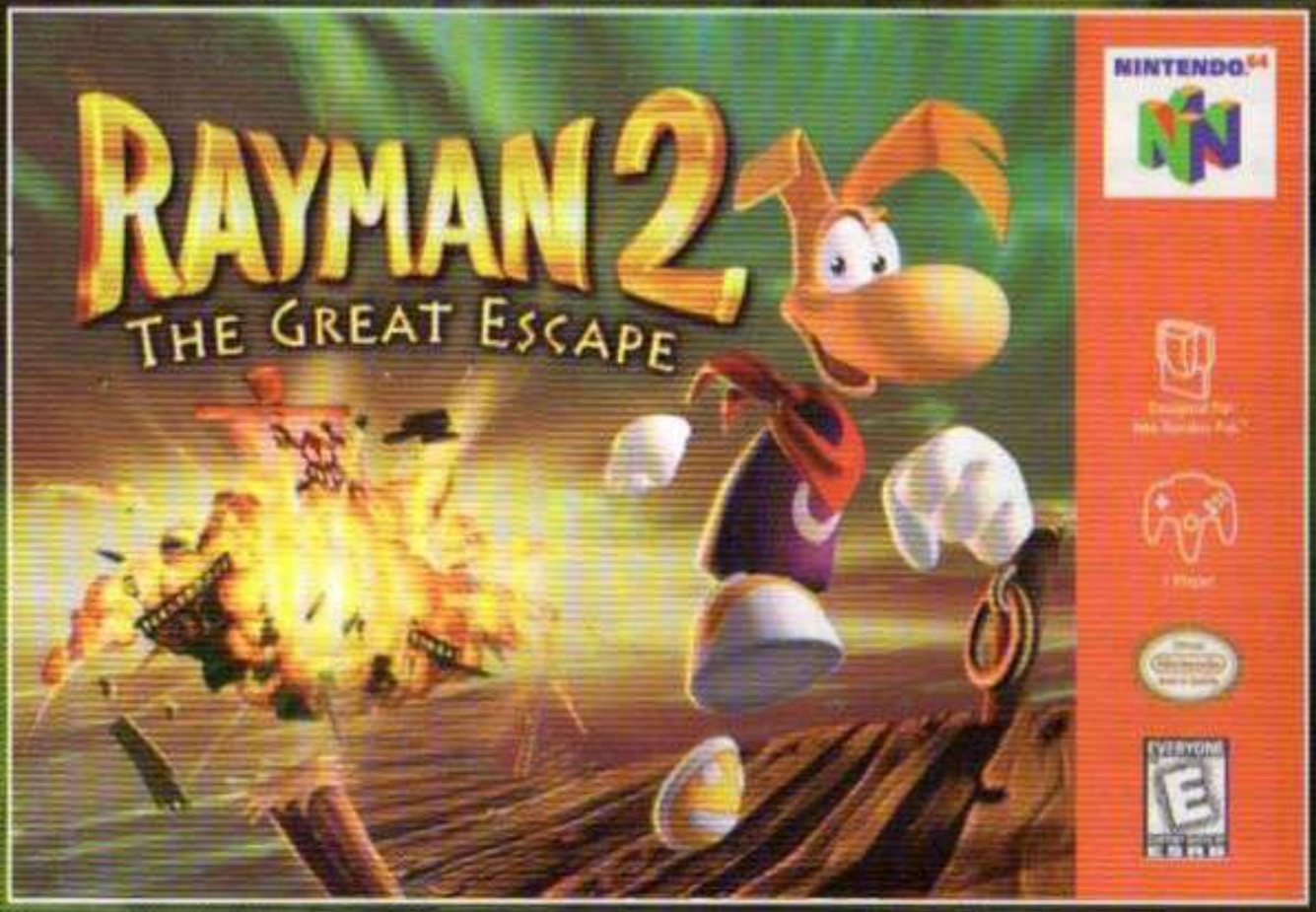

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